

# THE TSN TIMES

VOLUME ONE/ISSUE FOUR/AUGUST 1993

**The Sierra Network<sup>®</sup>**  
THE HAPPIEST PLACE IN CYBERSPACE™

A PUBLICATION OF THE SIERRA NETWORK

## ImagiNation™ Explodes And Expands!

*The release of the NEW, Fates of Twinion and Version 2.3 will thrill members with more fun & friends!*



Oakhurst, CA - "The times they are a changing," and not just the TSN Times TSN is going through major changes with the new release of *Fates of Twinion* the sequel to the popular *The Shadow of Yserbius* and the much awaited launching of a whole new

fun for all! TSN has delivered up a top-quality collection of classic board games, sports games and more.

### More Games, More Players, More Fun, More Excitement

#### The Fates Of Twinion

The fun begins with the release of *Fates of Twinion*, the much awaited sequel that will add a whole new dungeon dimension to *MedievalLand*. You'll enter through a newly-discovered underground gateway that has been revealed in *Yserbius*. You'll be challenged by elaborate labyrinths and bizarre dungeons.

You'll find dozens of new quest levels. There is an enormous amount of new warriors to face and all new battles with nasty monsters. Plus, there are plenty of skill levels (Can you detect a pickpocket?). And, there are multitudes of new weapons and quest items that will keep you adventuring endlessly with a nationwide group of enthusiastic game players.

*Fates of Twinion* is projected for release in September. You can order it now for \$9.95 (shipping and handling included) by calling 1-800-SIERRA-1 or by going to the TSN store in the *ImagiNation Mall*.

#### ImagiNation Version 2.3

Soon after the expansion of *MedievalLand* is released, most of *ImagiNation* is scheduled for an elaborate reconstruction. Starting in the Clubhouse, TSN will bring the Milton Bradley strategy game *Stratego*™ to cyberspace. Yes, this game has been around for years and it is truly a classic. It's an absolute "MUST HAVE" in TSN!

You'll find the graphics are overwhelming (even if you've played the board game version). The outstanding game enhancements make it a whole new experience.

There are several default *Stratego* board set-ups included, but you can change the set-ups as you see fit. (If you know this guy's or gal's strategy method, you can quickly change your strategy and win.)

It's a two-player game, with 40 pieces, and if you find a set-up that is a total killer, you can save it easily. It's always available to use on or to teach new opponents.

You can make changes to your set-up at any time before each game begins. The game will take you approximately one hour to finish. (It could be even less if your strategy is as good you think it is.)

What really makes *Stratego* so excellent is that you get to play against so many opponents. So, every game is different!

*Stratego* is perfect for every game player looking for serious fun. Sure the board game was fun to play with your friends, but are you ready to take on players from all four corners of the country? You'll fall in love with this game all over again.

#### 18-Hole 3-D Golf Simulation

Forget high-priced green fees. The best tournament-level golf ever is

### Here's a look at the NEW games on The Sierra Network

1. *The Fates of Twinion*, a new dungeon adventure for *MedievalLand*.
2. *Stratego*™ from Hasbro®, an all-time classic board game, comes to TSN.
3. *ImaginLink*. A great multi-player 3-D golf simulation.
4. *Chess* has a new clock with options for U.S.C.F. play.
5. *NTN* - A nationwide quiz show you're gonna love.
6. *Spades*, a card game with options that make it as good as getting two new games in one.
7. *Hearts* has been improved, and now there are two new variations.
8. *Chicago Rubber Bridge* is a challenging multi-player game.
9. *Euchar*, a fast-paced card game included by popular demand.
10. *Red Baron* pilots get new planes to expand the challenge of cyberspace dogfights.



The classic game *Stratego*™ from Hasbro® will excite you like never before when you play clever opponents from coast-to-coast.

release of *ImagiNation* v2.3 software, filled with super new games.

Responding to the calls for "MORE" from the growing legions of TSN members, *ImagiNation* has been expanding. There are new games and activities that will explode with more

## THE TSN TIMES

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PRE-SORTED  
FIRST CLASS MAIL  
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# TALES FROM THE CHESSATHON "KNIGHT TAKES QUEEN"

## AN OPEN LETTER TO THE MEMBERS OF TSN ON THE RECENT CHESSATHON

by Grandmaster Roman Dzindzichashvili

I was very impressed with the enthusiasm of the kids and I hope that this will have a positive resonance in the future for Chess on TSN.



Playing, watching and learning from the Chess masters is an added bonus on TSN.

Also, I want to thank all of the Chess Club volunteers who were so very helpful. I hope to do it again for Chess Club members (with a few changes to help it go faster). Thank you also to TSN for this event, which is very good for the charity and the kids.

## CHESSATHON IS A BIG SUCCESS

by TSNChess

The TSN Chessathon on June 27 was a great success. The event raised \$130 for the Chess Trust, a charitable

foundation, which provides free Chess sets and books to schools and hospitals throughout the United States. Many thanks to Grandmaster Roman Dzindzichashvili and the following TSN members: Brian Catwoman, Chessnut, CHESSNUT, Christine, Craig, DCDavidM, Dutchman, Everitt, GaryD, LordDragon, MacDaddy, Marius, MikeG, Motley, Pagny, PalS, Rebeckah, Ren, RJ, robb, Skorpion, Spider, Star, Stephen, TJB, WTFBelle, WFTJenni, and WinSmithers



The new Chess game on Imaginaplay V2.3 offers chess levels and new graphics.

## TALES FROM THE CHESSATHON

by Meghan Marco

Hi, my name is Catwoman and recently I was involved in a charitable event called the Chessathon. That's where 13 kids played Chess with Grandmaster Roman Dzindzichashvili simultaneously. The event was held on Sunday, June 27.

So there I was getting ready to play a Grandmaster, but first I went to the players' meeting. There I learned how the whole thing worked. You actually PLAY with Roman, but the person in



Playing Chess on TSN is more than a game! It's an event!

the room with you is just a volunteer who holds his seat. Complicated.

At last the games started and everything went fine, although rather slow at times. Then Chessnut, my volunteer, lost his connection to TSN. Bummer.

Without a game to play I watched others. A few were already history, but many had really good games going. They were really fun to watch and I met loads of new people!

When at last the games were over I tore myself from the computer. As I said to TSNChess, this will be definitely something to tell the grandkids. No doubt about it.

(Ms. Marco is a 13-year-old member of the TSN Chess Club's Newsletter Committee -ed.)

## Tuesday Night is "Fight-Night" at the Red Dragon Inn

The Red Dragon Inn is the perfect place to role-play for people who can't schedule time for a regular game. The Inn is a medieval pub. There is no Game Master (GM) and the role playing is a free-form flowing banter of ad-libs. You can play any character from any role-playing game.

The Inn is staffed by a group of volunteer Innkeepers, but if you should find it empty, wait awhile and someone is bound to wander in. If there is no Innkeeper on duty, help yourself to a hot meal, a cold mug of ale and chat with any other patrons that happen by.

That's the beauty of this type of role-playing. It can happen with only two people or can handle up to 24.

People play characters from all role-playing systems. A Mage from Krynn can discuss spells with a Wizard from the Palladium world. You may chat with a Cyberknight from the Rifts World to swap stories with a Spelljammer Bard. Star Wars Jedi have been spotted quaffing brew alongside Vulcans and Klingons from the Star Trek RPG.

The Red Dragon Inn sponsors Arena Combat in the RDI Pit. RDIDeck (20101) is the pit-boss and moderator of this activity. He has a comprehensive set of conversion charts so that players from any system can easily participate.

The Red Dragon Inn is located in the RPG Zone. Get in on the action and enter at any time. Join in the fun. See you at the Inn!

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Fantasy Role-Playing is great fun, but the party along the way can be treacherous, exciting and even frightening. Go with a friend and be careful.

by Scott Nicholson

A role-playing game (or RPG) is a boardless free-form game with rules for structure. A typical game has 4 to 6 participants. One person is the Game Master (or GM), who creates the land for the game. The others act out the roles of people in that world. These people are known as Player Characters (or PCs).

A game consists of the PCs reacting to situations in the GM's world. The GM will describe the situation (i.e. "You open the door to the room, and a giant purple worm lunges at you. What do you do?"). The PCs then state what their characters do (i.e. "I run away, I pull my sword, and slay the foul beast, etc.").

Since combat may occur in this

## Role-Playing 101: The Short Course

# Playing Out Your Fantasies

fantasy world, the GM has to develop rules for combat. Dice are usually used to determine if a PC hits or misses, and then to determine how hard the PC hits. Such rules systems are usually known to the PCs before play.

In order to standardize rules systems and worlds, many companies produce printed rules. TSR is the largest, with Dungeons and Dragons. Such rules systems allow a GM and PCs to work off a standardized rules system, and allow PCs to easily play in another GM's campaign.

There are various genres for RPGs. Fantasy is by far the largest Genre, where PCs are in a medieval world where magic does work. Other popular genres are Horror, Science-Fiction (like Star Wars), Cyberpunk (a mixture of man and machines set in the future), Spy (James Bond stuff), Humor (there is a RPG called TOON,

where the PCs play cartoon characters), and Western. In each RPG, the PCs will play characters from that world. Thus, each different RPG is a different feel, game, and present different problems for the PCs to solve. Most RPGers play games in various genres.

"Live" RPGs are catching on everywhere. In a Live RPG, the players design costumes and dress like their characters. Foam rubber weapons are made to simulate combat. Instead of the GM describing the situation, it is set up (like a movie set). Instead of the PCs just saying what they will do, they actually do it. There is a theme park (called Dream Park) in development to do this on a regular basis with electronic weapons and holograms (similar to Photon).

If you have any questions about the hobby, write Santa (52645).

## New TSN Games

continued from page 7

now open in cyberspace. One to four people can play 18-hole golf with all



Check wind direction, choose your club and note the cut of the green when you play the new 18-hole 3-D Golf on TSN v2.3.

the variables. There's changing wind directions, nasty overgrown roughs, sand traps and varying breaking greens. You'll have your choice of clubs—a 9-iron or driver for a 125 yard fairway? You decide. But don't feel intimidated playing the pros because you can figure in handicaps. TSN now offers you the ultimate in nationwide pro golf tournaments.

### Chess At Its Best

Hang out all Knight (night). We've added new features to Chess that allow standard play as dictated by the United States Chess Federation. This is a seriously fun game. We're talking all new graphics, game clocks (there's one that even allows handicaps for new players when they play against

more experienced players). Plus you can SAVE GAMES, keep records of scores and so much more.

### Who is buried in Grant's Tomb?

TSN v2.3 will link you to NTN, a nationwide network of trivia players who are smart, dumb, cool, shrewd, friendly and disarming. How good are you at trivia? Yeah, yeah, yeah, you think you can beat the best? Now can you prove it, and take on the rest? Keep all your sports, movie, and other reference books handy when you play NTN games. You'll be linked to an entire nation of trivia buffs.

### It's All in the Cards

Spades is actually like two new card games in one! This 4-player TSN version 2.3 of Spades includes both 'Partner' and 'Cutthroat' playing styles. The 'Partner' style of Spades



Spades has never been this challenging when you play against card sharks from all over the country. There's special options, too!

really brings TSN friends together to have fun. Plus, the strategy involved gives players an introduction to

learning Bridge. The 'Cutthroat' style is every person for themselves and you'll discover card playing strategies you never even knew existed.

**Chicago Rubber Bridge** takes the card game Bridge to new levels. It's fast (maybe furious) but Chicago Rubber Bridge has all the options that will keep you suspended in suspense and clinging to the tip of your keyboard.

**Eachur** is a new, fast and exciting card game for when you only have time for a quick game. You play with a



Eachur is the perfect game to play when all you have is a short time for fun. It's a great game to play on your lunch break at work, or anytime!

'short deck'. That means, you play with less than 52 cards. You'll play with either a 24-card or a 32-card deck. This fast moving card game gives you the freedom of playing with a partner or occasionally telling him or her to 'butt out'. If you think the hand you have is strong enough, then you have the option to play your hand out and win on your own. And, you'll meet friends with common card game

interests. So, set aside some time each night, and play Eachur.

### Hey Pilots! New Airplanes, Too!

The many flying fanatics that love Red Baron will be pleased to know that TSN version 2.3 offers a new, improved flight simulator with additional planes and plenty of new challenges and raging dogfights.

**ImagiNation v2.3** is scheduled for an October '93 release. To pre-order your upgrade, go to the "For Better TSN" store in the Mall, or call 1-800-SIERRA-1. It's just \$19.95 (shipping & handling included.)



**TSN is exploding with social gatherings, outings, romances, marriages, parties, game hints, conferences, friendships, scuba diving adventures, and the biggest nationwide TSN picnic ever!**

Sure, it's the games. That's what everyone tells you is the most exciting part of TSN. And, the games are fantastic. But why are games fun? Because you play them with other people. (Posted numbers all represent on-line E-mail, TSN addresses.)

## From the Editor's Desk:

# The Best Feature on TSN is Not a Game

Two years ago, in June, my wife and I first signed on to TSN. It was a curious experience, since it was so different from the other networks we had called. As a souvenir of sorts, we still have the original disk.

The system was quite a bit smaller then. There were only six

games. As far as we knew, there was only one host. Later, we learned that there was another host and shortly thereafter, a third host was added.

Many changes have been incorporated since then and the overall concept of TSN has been altered drastically—for the better.

We have watched as chat and conference rooms, electronic mail, new lands and new games were introduced. But these things are not the most important part of TSN. Without a doubt, the most important introduction to TSN has been you, our members.

The thing that makes TSN so unique is that it is dynamic, a living, breathing thing, a continually growing entity comprised of real people.

You breathe life, and add warmth and soul to what otherwise would merely be just another computer network.

Your suggestions, combined with programming and systems expertise have been incorporated into what TSN is now and will be. **ImagiNation** is the exciting playground it is today because you play such an important part in its growth.

TSN is not just a place to play games. It is a place to meet people apart from the physical limitations of geography and visual appearance. It gives us a chance to meet individuals without any preconceived perceptions about race, age, disabilities or physical attractiveness.

Virtually every one of us has been touched in some way by someone they have met on TSN. Lifetime friendships have formed. Some have turned into engagements and marriages. In fact, we just received a wedding invitation in the mail today. It fills our hearts to be part of such a wonderful environment, the wonderful world of TSN's cyberspace, **ImagiNation**.

In the last few months we have heard about A&T, NTN and Prodigy becoming part of the TSN family.

In the next few months we can look forward to meeting new people. Acquaintances becoming friends, future releases moving from concept to games. We wait to hear even more good news of new additions to the TSN family.

We are proud to be part of the TSN family and are very happy that you have chosen to be part of it too.

TSNer's spent a great day at King's Island in Cincinnati, Ohio Thanks to Melinda.

There will be a Scuba Diving gathering in Boca Raton, Florida. Contact Eric (33457) for details.

Jim Wise (17774) has organized another outing on Saturday, August 7 in Sandusky, Ohio at the amusement park at Cedar Point.

There's a group of TSN folks that are arranging a nationwide gathering of all TSNer's. They call themselves the "The Texas Zoo". They are planning the biggest nationwide TSN gathering ever on October 14-17, Contact Lisa (39492) or Lucy (33816).

The Third Annual Hayward Picnic, August 14, is up to 100 TSN friends and is ever growing. Don't miss out on this. Contact PUZZ (1949) for more info. I hope to see you there. Send pictures if you have them. Let's show people our party game, or write to the TSN Times.

## TSN MALL SPECIALS

### August Specials

Fred's Pharmacy	
Frontier Pharmacist	\$39.95
Take-A-Break! Publii	\$24.95
Take-A-Break! Crosswords	\$24.95
Goblinks	\$19.95
Goblinks 2	\$24.95

### NOW AVAILABLE!

The TSN Game Modern	\$39.95
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# Conference Schedule for August

The Sierra Network offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our member's needs as possible.

This is where you find Yaerbas Gold and Red Baron Squadron meetings. You will also find firms and role-playing games (RPGs) on a regular basis. In addition, you will find clubs and discussions on a multitude of special interests from politics, self-help groups, poetry to exotic books and video games. Only your **Augus/Volunt** can limit the number of topics available to members.

The following is the schedule of conferences for the month August as of July 18. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend.

If you have a question regarding a specific conference listed here, please write to the owner and has below the conference name. This question only should be sent to box 996. All times listed are Pacific Time.

## SUNDAY

### TEEN SCENE

- 3 pm LDR Teen Conference "Pvt"
- 4 pm (Ageless) 31 (806)
- 5 pm Cosmic Air Force "Private"
- 6 pm (CAMP) 64 (801)
- 7 pm City-Crossed Fan Club
- 8 pm (RPG) 33 (52)
- 9 pm Trance and TDS
- 10 pm (S2000)

### HELP ROOM

- 3 pm \* On the hour 10 am to 5 pm \*
- 4 pm \* New User Orientation \*
- 5 pm Los Angeles Symposium
- 6 pm LDR/Star 2000 (2nd/4th)
- 7 pm Silver Chalice "Private"
- 8 pm (Makel) 33 (52) (2nd/4th)

### BOARD ROOM

- 3 pm Popa/Vision Conference
- 4 pm (S2000) 33 (52)
- 5 pm Star Fleet 2 Club
- 6 pm (Jazz) 31 (71)
- 7 pm AGS Board Meeting
- 8 pm (Trance) 30 (14)
- 9 pm Political Panels
- 10 pm (Antiques) 33 (52) (S2000)

### COUNTRY CLUB

- 10 am Center Powers 31 (72)
- 11 am Los Angeles 31 (72)
- 12 pm LDR Meeting
- 1 pm (S2000) 31 (71)
- 2 pm (Jazz) 31 (71)
- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm "C" Programming
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TECH POWER

- 10 am Break on Computers
- 11 am Last Weekend Tech
- 12 pm (Jazz) 31 (71)
- 1 pm TDS 31 (71)
- 2 pm TDS 31 (71)
- 3 pm TDS 31 (71)
- 4 pm TDS 31 (71)
- 5 pm TDS 31 (71)
- 6 pm TDS 31 (71)
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- 8 pm TDS 31 (71)
- 9 pm TDS 31 (71)
- 10 pm TDS 31 (71)
- 11 pm TDS 31 (71)
- 12 pm TDS 31 (71)

### SINGLES CLUB

- 8 am (RPG) 31 (71)
- 9 am (RPG) 31 (71)
- 10 am (RPG) 31 (71)
- 11 am (RPG) 31 (71)
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- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### PILOTS LEAGUE

- 8 am Air Riders/Wingsman Squad
- 9 am (RPG) 31 (71)
- 10 am (RPG) 31 (71)
- 11 am (RPG) 31 (71)
- 12 pm (RPG) 31 (71)
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- 12 pm (RPG) 31 (71)

### TEN RANGERS

- 3 pm Church of ROR "Private"
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
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- 12 pm (RPG) 31 (71)

## MONDAY

### TEEN SCENE

- 3 pm (RPG) 31 (71)
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- 12 pm (RPG) 31 (71)

### RPG ZONE

- 3 pm Red Dragon Inn
- 4 pm (RPG) 31 (71)
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### CHICKS CLUB

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### TOURNAAMENT ROOM

- 3 pm Star Wars RPG
- 4 pm (RPG) 31 (71)
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### CARD TABLE

- 3 pm (RPG) 31 (71)
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### BOOKS AND MORE

- 3 pm (RPG) 31 (71)
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### CHICKS CLUB

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### COUNTRY CLUB

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### CHICKS CLUB

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### TECH POWER

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### SINGLES CLUB

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### PILOTS LEAGUE

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- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TEN RANGERS

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

## TUESDAY

### TEEN SCENE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### RPG ZONE

- 3 pm Red Dragon Inn
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TOURNAAMENT ROOM

- 3 pm Star Wars RPG
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CARD TABLE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### BOOKS AND MORE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### COUNTRY CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TECH POWER

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### SINGLES CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### PILOTS LEAGUE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TEN RANGERS

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

## WEDNESDAY

### TEEN SCENE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### RPG ZONE

- 3 pm Red Dragon Inn
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### TOURNAAMENT ROOM

- 3 pm Star Wars RPG
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CARD TABLE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### BOOKS AND MORE

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### CHICKS CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31 (71)
- 6 pm (RPG) 31 (71)
- 7 pm (RPG) 31 (71)
- 8 pm (RPG) 31 (71)
- 9 pm (RPG) 31 (71)
- 10 pm (RPG) 31 (71)
- 11 pm (RPG) 31 (71)
- 12 pm (RPG) 31 (71)

### COUNTRY CLUB

- 3 pm (RPG) 31 (71)
- 4 pm (RPG) 31 (71)
- 5 pm (RPG) 31